

# Lone Wolf Club Newsletters

## Newsletter #20

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**Gary Chalk** is the main illustrator of the early Lone Wolf Club Newsletters.

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This project would have been impossible without the helpful contributions of:

**David Davis** – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

**Paul Haskell** – providing better quality scans of artwork taken from the books.

**Dominic Roberts** – providing scans for missing / damaged pages.

**Simon Osborne** – creator and maintainer of this document.

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Internet Edition published by **Project Aon**. This edition is intended to reflect the complete text of the original version. Changes made, such as to correct incorrect or inconsistent spelling, punctuation and grammar have not been noted.

Publication Date: 13 January 2012

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## NEWSLETTER No. 20

The third exciting gamebook in the Lone Wolf Grand Master series—

### **THE DARKE CRUSADE**

is now available. See page 9 of this newsletter for the special club order form which will enable you to obtain your copy signed by Joe Dever.

Also in this issue:

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Part 4 of the  
ADVENTURES OF SABRE FOX,  
FIREFLY, BLACK HAWK AND  
WILD WEASEL, by Michael Hole

~\*~

Mirror or Death software review

~\*~

Combat Heroes  
\* Special Offer \*

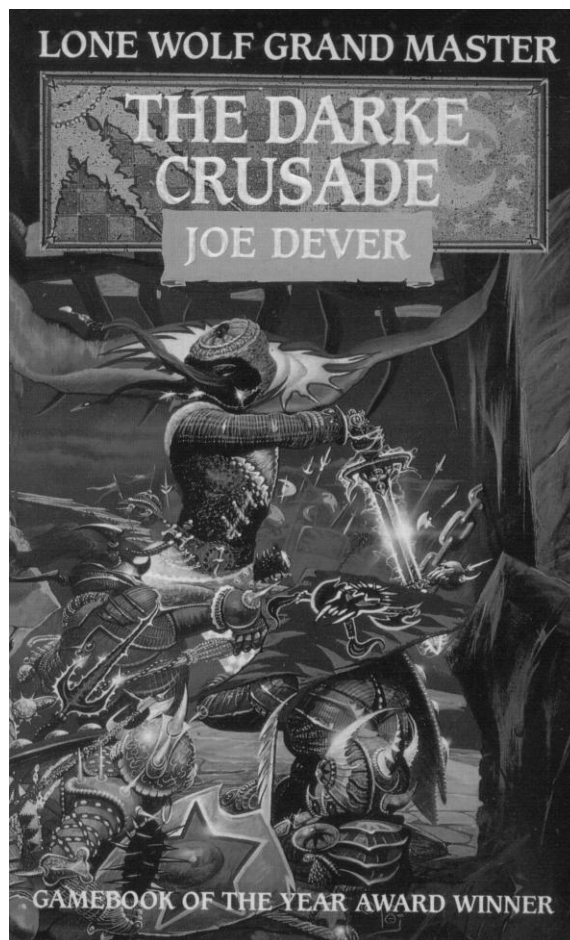
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GamesMaster  
International Awards

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plus

**KAI KONNECTION  
NEWS FROM THE  
MONASTERY  
CLUB COMPETITION**



# THE ADVENTURES OF SABRE FOX, FIREFLY, BLACK HAWK & WILD WEASEL

by Kai Grand Master Michael Hole

## PART FOUR: Ragadorn—as welcome as ever

For four days the transporter followed the great Wildland highway, covering an impressive mileage each day. The six horses displayed remarkable strength and endurance and, despite the poor road and indifferent weather, they never slowed or faltered once during the difficult journey. But all things were not running smoothly. The relationship between the Kai and the criminals had rapidly deteriorated ever since Dolby and the other two prisoners, Adwar and Iylpos, found out about Jarek's death. Not surprisingly they blamed the Kai, accusing them of conspiring to murder them all one-by-one during the journey. This explosive situation was simmering, and it may well have exploded during the third day had they not sighted Ragadorn.

"Ragadorn ahead!" shouted Firefly excitedly to his friends, Sabre Fox and Wild Weasel, who were seated on the roof baggage playing cards. Simultaneously, they looked up and stared with expectation at the distant horizon. The highway wended its way across the barren landscape towards Ragadorn's city wall which glinted dully in the afternoon sun.

As they approached the squalid city, details of its squalor became clearer. Black Hawk's initial reaction was of shocked disbelief. He shuddered at the ugliness of the place, with its filthy streets and its despondent, grey-faced citizens. The fact that it was sited on a river didn't help at all. If anything, the River Dorn made things worse. Its murky waters contained a myriad horrors and the stench which arose from it permeated every quarter of the city with a smell redolent of rotting meat. Hundreds of small craft bobbed on the greasy, dun-brown water and although none were attractive, Lone Wolf was cheered by the prospect of easily finding one that would be willing to transport the young Kai Lords and their prisoners upstream.

The transporter entered Ragadorn by its unguarded West gate. That's not to say that there were no guards at the gate - the two that were posted there were simply so drunk as to be in no fit state to do their duty, which would have been to stop and exact a toll from the Kai. As the great wagon crossed a bridge over the Dorn which joined the two halves of the city, Lone Wolf commented: "Tis just as I expected. This rat-hole has changed very little since last I was here."

Lone Wolf gave directions to Firefly. It may have been several years since he was last here but he remembered enough about the grimy streets and alleys to see them through. He noted with interest that the old taverns and inns of the East Side has since been levelled to make way for new housing and shops, many of which were run by Herbwaredens and potion-makers. The war against the Darklords had seen a flood of refugees arriving in Ragadorn from Cloeasia, Vassagonia, and even from as far afield as the Stornlands. The refugees had not been welcomed by the native Ragadornians but nevertheless they had settled and transformed this part of the city into something approaching tolerable.

Lone Wolf was feeling thirsty. When he caught sight of Barnacle Street, he ordered Firefly to alter course and head towards the North Star Tavern. Lone Wolf hoped that Taglo, his old friend, was still its owner. The great wagon came to a halt outside the taverns main door and the other young Kai Lords immediately asked Lone Wolf about his plans. First we'll have some ale and then well decide.' None argued the point. As soon as they stepped into the tavern they were greeted by the mouth-watering smell of cheeses, baked bread, ripe fruits and strong ale. Black Hawk, Firefly, and Sabre Fox seated themselves at an empty table while Lone Wolf and Wild Weasel walked to the bar counter and struck up a conversation with Taglo who was delighted to see them. The inn had undergone a few cosmetic changes since Lone Wolf was last here and Taglo proudly pointed out all of the lavish refurbishments. Then a serving maid appeared through a door and handed a tray stacked with food and ale to Wild Weasel. "Thank you!" he said, and licked his lips. "I'm hungry, but I don't think I can manage all of this."



"It's not just for you, you towheaded spagg!" she retorted. "It's for all of you!" Wild Weasel blushed and sheepishly carried the heavy tray to his friends' table where they set about clearing it with obvious relish. Meanwhile, Lone Wolf ordered a second tray of ale and pastries which he took outside to the prisoners.

For half an hour the young Kai Lords enjoyed their unexpected meal and the relatively-comfortable surroundings of the North Star Tavern. Taglo talked with them and shared a few anecdotes about funny things that had happened here over the past few years. Then Lone Wolf rejoined them and told them of his plans. Tonight they would sleep here at the Tavern and, in the morning, they'd resume their journey, only this time by river. Lone Wolf also reminded them that he would be returning to Holmgard with the Transporter and that from here on they would be in charge of the prisoners.

"We understand," said Firefly, and the others nodded their heads in agreement. For several minutes no-one spoke, then Lone Wolf broke the uneasy silence—"We'd better go and find you a boat for tomorrow." With this, the five of them got up from the table and told Taglo that they'd be return later before filing through the tavern's door into the busy street outside. Lone Wolf checked the Transporter's lock and peered through a barred window at the prisoners' disgruntled faces. Satisfied that they were secure, he motioned the young Kai to follow him as he turned and walked along the street towards the River Dorn. As they reached the stinking river, Sabre Fox looked at the hundreds of craft and spoke aloud what he was thinking—

"Why not take a boat—there's so many of them!"

"Certainly not!" retorted Lone Wolf, clearly angered by the suggestion. "We're Kai Lords, and Kai Lords do not steal. Remember that." Sabre Fox gulped and shuffled uncomfortably, then he stared at his feet in an attempt to avoid Lone Wolf's piercing gaze. The five of them were standing on the approach to a bridge from where they had a good view of the boats and the passing traffic. Their green Kai cloaks drew more than a few curious glances, and one or two shady characters suddenly became so disturbed by the sight that they took to their heels, fearing that the Kai were after them. Wild Weasel grinned with obvious delight; he quite enjoyed being an object of fear and respect.

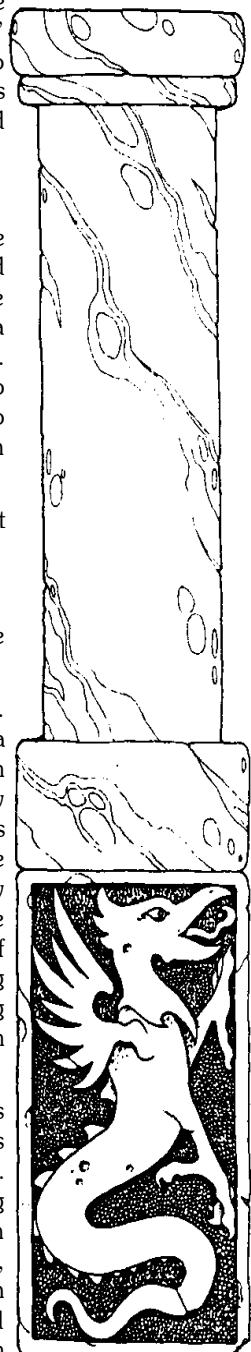
"Right—this is what we'll do," said Lone Wolf, matter-of-factly. "We'll enquire at that boathouse over there to see if we can buy a boat."

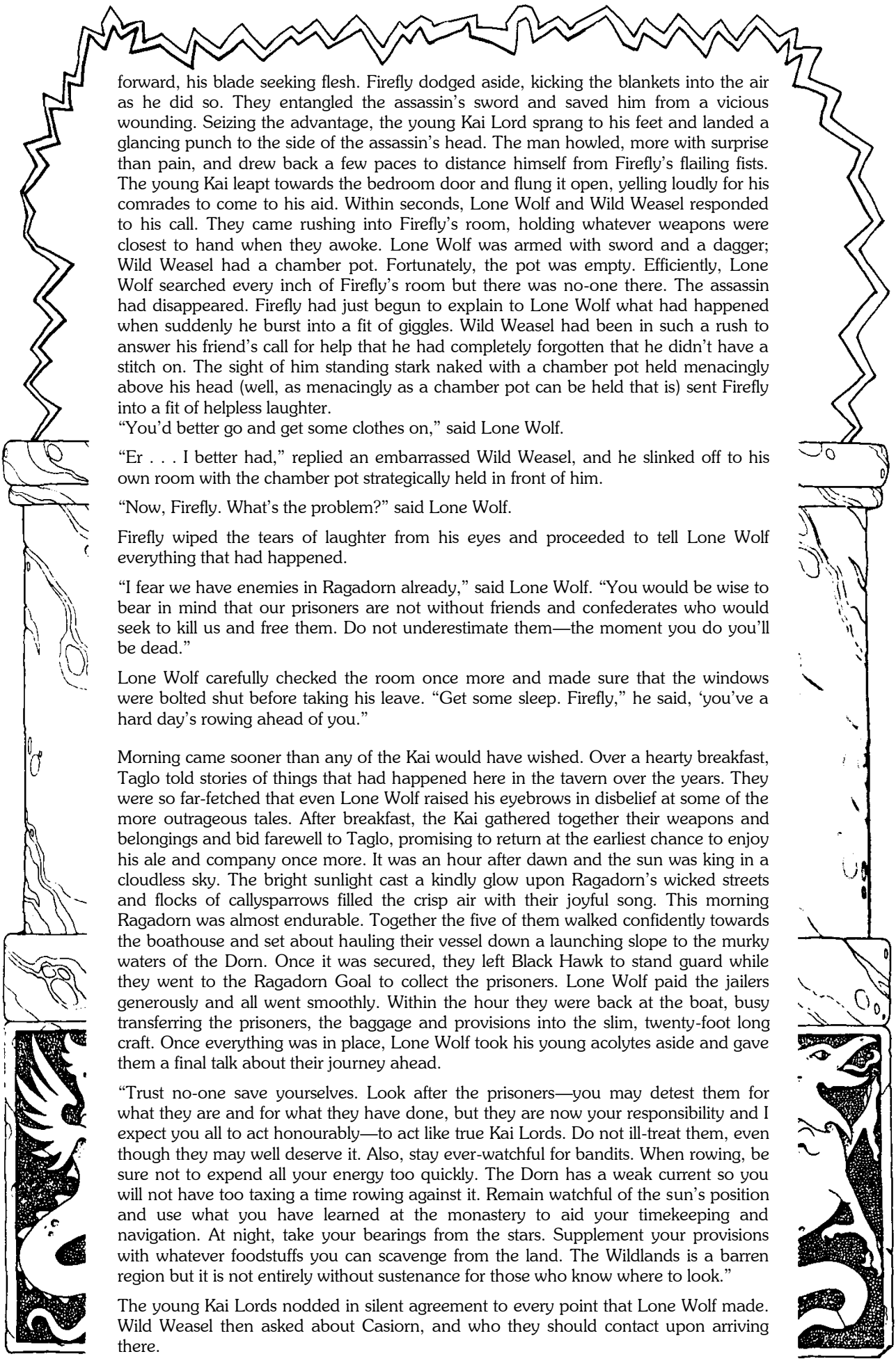
"But how will we pay for it?" said Sabre Fox.

"Don't worry," replied Lone Wolf, patting his money pouch, "I think I've enough crowns."

With this, Lone Wolf led his acolytes along the riverbank towards the boathouse. Its grubby-faced owner greeted them with a grunt which they took to be a welcome. Lone Wolf selected one of the owners' better longboats and asked him the price. Again he grunted, this time twice. Lone Wolf reached to his money pouch and took out twelve gold crowns which he counted out into the man's filthy hand. Another grunt signified that the owner was satisfied with the transaction and that he'd look after the boat until tomorrow. Dusk was quickly turning to darkness and so the five of them wasted no time in returning to the North Star Tavern. By now the tavern was crowded with customers. Lone Wolf purchased rooms for the four young Kai then he left to arrange a night's lodging for the prisoners at the Ragadorn Gaol. On his return he found the four young Kai Lords had already retired to bed. After a swift ale he, too, went to his room and went to bed.

Firefly was dreaming. A man dressed in flowing black robes was drawing his sword as he advanced towards him. Terror chilled his blood and in his desperation he looked around for something with which to protect himself. There was nothing. Inexorably the man came closer. He raised his gleaming sword and with a scream of maniacal laughter he brought it swishing down upon Firefly's unprotected skull. Suddenly the young Kai awoke with a start, sweat glistening upon his shivering face. He sat up and gasped. The man in black was there, at the foot of his bed, sword in hand. Firefly shook his head in disbelief, but his sleep-dulled senses were still sharp enough to warn him that this was now no dream. The man was real. He grinned with evil intent and lunged





forward, his blade seeking flesh. Firefly dodged aside, kicking the blankets into the air as he did so. They entangled the assassin's sword and saved him from a vicious wounding. Seizing the advantage, the young Kai Lord sprang to his feet and landed a glancing punch to the side of the assassin's head. The man howled, more with surprise than pain, and drew back a few paces to distance himself from Firefly's flailing fists. The young Kai leapt towards the bedroom door and flung it open, yelling loudly for his comrades to come to his aid. Within seconds, Lone Wolf and Wild Weasel responded to his call. They came rushing into Firefly's room, holding whatever weapons were closest to hand when they awoke. Lone Wolf was armed with sword and a dagger; Wild Weasel had a chamber pot. Fortunately, the pot was empty. Efficiently, Lone Wolf searched every inch of Firefly's room but there was no-one there. The assassin had disappeared. Firefly had just begun to explain to Lone Wolf what had happened when suddenly he burst into a fit of giggles. Wild Weasel had been in such a rush to answer his friend's call for help that he had completely forgotten that he didn't have a stitch on. The sight of him standing stark naked with a chamber pot held menacingly above his head (well, as menacingly as a chamber pot can be held that is) sent Firefly into a fit of helpless laughter.

"You'd better go and get some clothes on," said Lone Wolf.

"Er . . . I better had," replied an embarrassed Wild Weasel, and he slinked off to his own room with the chamber pot strategically held in front of him.

"Now, Firefly. What's the problem?" said Lone Wolf.

Firefly wiped the tears of laughter from his eyes and proceeded to tell Lone Wolf everything that had happened.

"I fear we have enemies in Ragadorn already," said Lone Wolf. "You would be wise to bear in mind that our prisoners are not without friends and confederates who would seek to kill us and free them. Do not underestimate them—the moment you do you'll be dead."

Lone Wolf carefully checked the room once more and made sure that the windows were bolted shut before taking his leave. "Get some sleep. Firefly," he said, 'you've a hard day's rowing ahead of you."

Morning came sooner than any of the Kai would have wished. Over a hearty breakfast, Taglo told stories of things that had happened here in the tavern over the years. They were so far-fetched that even Lone Wolf raised his eyebrows in disbelief at some of the more outrageous tales. After breakfast, the Kai gathered together their weapons and belongings and bid farewell to Taglo, promising to return at the earliest chance to enjoy his ale and company once more. It was an hour after dawn and the sun was king in a cloudless sky. The bright sunlight cast a kindly glow upon Ragadorn's wicked streets and flocks of callysparrows filled the crisp air with their joyful song. This morning Ragadorn was almost endurable. Together the five of them walked confidently towards the boathouse and set about hauling their vessel down a launching slope to the murky waters of the Dorn. Once it was secured, they left Black Hawk to stand guard while they went to the Ragadorn Goal to collect the prisoners. Lone Wolf paid the jailers generously and all went smoothly. Within the hour they were back at the boat, busy transferring the prisoners, the baggage and provisions into the slim, twenty-foot long craft. Once everything was in place, Lone Wolf took his young acolytes aside and gave them a final talk about their journey ahead.

"Trust no-one save yourselves. Look after the prisoners—you may detest them for what they are and for what they have done, but they are now your responsibility and I expect you all to act honourably—to act like true Kai Lords. Do not ill-treat them, even though they may well deserve it. Also, stay ever-watchful for bandits. When rowing, be sure not to expend all your energy too quickly. The Dorn has a weak current so you will not have too taxing a time rowing against it. Remain watchful of the sun's position and use what you have learned at the monastery to aid your timekeeping and navigation. At night, take your bearings from the stars. Supplement your provisions with whatever foodstuffs you can scavenge from the land. The Wildlands is a barren region but it is not entirely without sustenance for those who know where to look."

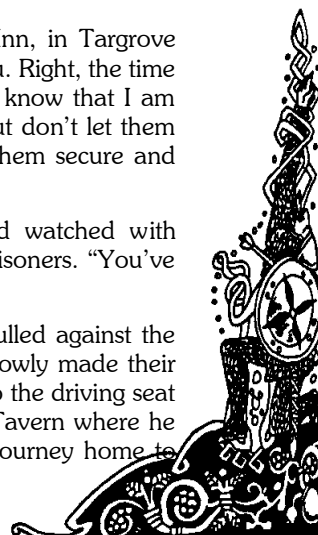
The young Kai Lords nodded in silent agreement to every point that Lone Wolf made. Wild Weasel then asked about Casiorn, and who they should contact upon arriving there.

"Your contact's name is Dolon. He can be found at the Jaye-Bar Inn, in Targrove Street. He knows of your mission and he will guide you as far as Tahou. Right, the time has come for us to go our separate ways. I sense that the prisoner's know that I am about to leave you. They will try to intimidate you, that's for sure, but don't let them get to you. Remember, you are in charge. Stay watchful and keep them secure and you'll all be fine."

Lone Wolf accompanied his young charges back to the boat and watched with approval as they climbed aboard and took control of the grumbling prisoners. "You've a long; way to go—may Ishir be with you every mile of the way."

The four young Kai set the oars into the sludgy brown water and pulled against the current. Lone Wolf waved farewell and stood and watched as they slowly made their way upstream to the edge of the city's perimeter. Then he climbed into the driving seat of the empty transporter and steered it back towards the North Star Tavern where he had one last ale with his old friend Taglo before he began the long journey home to Holmgard.

Next episode: SWIFT DEATH!



# Combat Heroes

BY JOE DEVER

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## LONE WOLF— The mirror of death

AUDIOGENIC ■ £9.99  
£14.99

Based on the solo RPG books by Joe Dever, Lone Wolf is the last Kai Master of Sommerlund and sole survivor of the bloody massacre of his

clan by the Darklords of Helgedad. He smashed the mirror known as Dhazag-Oud—The Mirror of Death—and now stands in-side the fortress of Khazan-Gor.

As the mirror shattered, seven unearthly creatures arose from the remains and

fled to the fortress, each with a shard of the mirror. It's your task, as Lone Wolf, to explore the fortress and kill each creature, thus ending the evil power of Dhazag-Oud.

As a Master of Kai, you've studied four of the ancient Kai skills. Before play can begin, four skills must be chosen from Psi surge, Mindshield, Animal Kinship, Invisibility, Sixth Sense, Divinity, Weapon Skills and Healing. It's up to you to find out which are the best skills to choose, but Sixth Sense is a must 'cos it's the only way to avoid dead ends and traps.

As you stomp your way through the many rooms that make up the fortress, you're attacked by various forms of evil creature. Gargoyles spit missiles, krows swoop down and drain your energy and evil mirror images of yourself attack without mercy. You can kick and punch your attackers, or with a press of the fire button, whip out your dirty great sword and hack a few limbs off.

Energy bars are the thing to watch in battle. When an opponent's blow connects, your energy bar drops, and when you hit back, his drops. When your bar drops to zero, one of the wolf heads at the bottom of the status panel (there are four) turns to a skull. When all four skulls are shown, Lone Wolf dies. Thankfully, when an opponent's bar is diminished, he engages in bucket-kicking larks too.

It's a long time since Audiogenic announced the imminent arrival of *Lone Wolf*, the computer game—about two years, in fact. According to Audiogenic, the game's been rewritten, but it looks and plays the same as the preview copy.

The main character is certainly big and well-drawn, as are the rest of the sprites, but control response is a little on the sluggish side, annoying when trying to negotiate a particularly tricky trap. One curious feature is the ability to switch between colour and monochrome graphics modes. Useful if you're playing on a black and white telly.

Despite the long wait, *Lone Wolf* is a playable slash-'em-up that I highly enjoyed; it should appeal to arcade adventurers everywhere.

MARK 83%

## THE DARKE CRUSADE

By Joe Dever

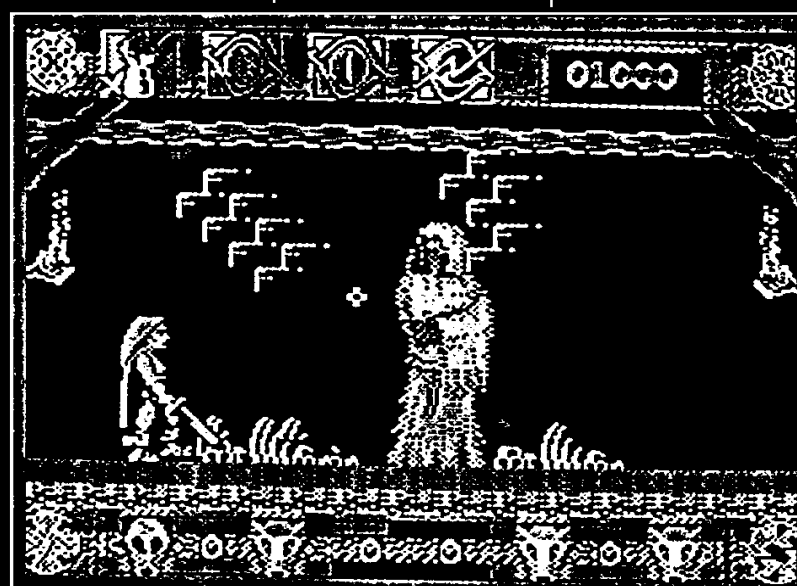
After a session in one of East London's drinking holes I was challenged by the spiky-haired one to have a go at Joe Dever's latest game book, *The Darke Crusade* (Red Fox, paperback, 350pp, £3.99).

In *The Darke Crusade*, you play the role of the warrior Lone Wolf, Kai Grand Master of Sommerlund, and your task is to overcome the rigours of the Hellswamp and defeat the Drakkarim legions of Warlord Magnaarn to prevent this minion of evil possessing the Doomstone of Darke. Nothing could be simpler—or could it?

Starting your quest is fairly simple thanks to the easily assimilated rules at the beginning of the book. Indeed, you don't even need dice to roll up your character's stats: close your eyes and hit the random number tables. Then, armed with five items of equipment and four Grand Master Disciplines, you're fit to take on anything Warlord Magnaarn sees fit to throw at you.

I draw a veil over my first five ignominious failures to complete the quest in favour of the sense of achievement when my killing blow vanquished Magnaarn and destroyed the Nyra Sceptre. Harmless hack and slash fun—I can't wait to try another one.

Alan Crump



• Oo-er! That's a bit big and spooky! Quick, Lone Wolf, get your chopper out!

**NICK** I really enjoyed playing *Lone Wolf*. It may look like just another beat-'em-up but it has a lot more in it than that. The variety of attackers keeps you on your toes, and as the number of Kai skills you can carry is restricted to four of the available eight, each game can be different! It took me a while to get started: unless you know exactly what to do and when, you can get stuck on the early screens for hours. There are annoying elements to the game. The maniac birds that fly about make you drop to the floor at the slightest touch and you can't swipe at them when you're climbing a ladder. However, *Lone Wolf* is an excellent game, a mixture of beat-'em-up and strategy that'll keep you glued to your computer for ages. To add an extra special touch, you get a free solo role-playing adventure book with the game (generous, eh?)!

88%

## RATING

A simple but entertaining game with good variety of action	
PRESENTATION	85%
GRAPHICS	84%
SOUND	80%
PLAYABILITY	88%
ADDICTIVITY	89%
<b>OVERALL</b>	<b>85%</b>

# The Kai Koneksi



The Kai Koneksi is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: STEWART PILLING  
Age: 15  
Address: England  
Hobbies: Lone Wolf, PBMs, most sports.  
Would like a zany pen-pal, any nationality, male / female, preferably with similar interests.

Name: ROLAND MOREHOUSE  
Age: 17  
Address: USA  
Hobbies: All Joe Dever books, fantasy & sci-fi books, drawing, adventure games (D&D beginner).  
Would like a pen-pal with similar interests, any age, nationality, male or female.

Name: JESSE WYATT  
Age: 8  
Address: Australia  
Hobbies: Computers, books, Lone Wolf, Jim Croce, MC Hammer, Chuck Berry, Londonbeat, basketball, gym.  
Would like a male / female pen-pal, any age, into Lone Wolf and computer games.



Name: JEREMY JOHN MYERS  
Age: 15  
Address: USA  
Hobbies: Lone Wolf, bike riding, reading sci-fi & sci-fantasy, making wooden replica weapons (medieval), computer games.  
Would like a pen-pal, male / female, aged 13-18, preferably with similar interests.



Name: JAMIE COLLINSON  
Age: 11  
Address: England  
Hobbies: Lone Wolf, rifle / pistol shooting, reading, basketball, most sports, Sega games, writing.  
Would like a pen-pal, male / female, aged 11-13 with similar interests. Send photo!

Name: SAW MENG LEONG  
Age: 17  
Address: Singapore  
Hobbies: Lone Wolf, FF, fantasy, fantasy art, music, computers (modem-related stuff), computer adventure games.  
Would like an overseas pen-pal, aged 15-19ish, not necessarily same interests.

## Kai Koneksi Form:

NAME: .....

ADDRESS: .....

..... AGE: .....

YOUR HOBBIES / INTERESTS .....

.....

TYPE OF PEN-PAL YOU WOULD LIKE .....

.....

.....

Fill in this form in BLOCK CAPITALS please, and send it to:

LONE WOLF CLUB (KK), 39 Corfe Way, Broadstone, Dorset, BH18 9ND

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).



# GAMESMASTER INTERNATIONAL FANTASY AWARDS

1991

The first Lone Wolf Grand Master adventure "The Plague Lords of Ruel" scored top marks in the 1991 GamesMaster International Awards. Here's how GMI readers voted for their game favourites this year—

## GAMESMASTER INTERNATIONAL 1991 FANTASY AWARDS

### ● BOARD GAME

- ① *Aliens* (Leading Edge Games)
- ② *Talisman* (Games Workshop)
- ③ *HeroQuest* (Milton Bradley)

### ● TABLE-TOP SYSTEM

- ① *Pendragon 3<sup>rd</sup> Edition* (Chaosium)
- ② *Cyberpunk 2000* (R Talisman Games)
- ③ *Middle Earth* (Iron Crown Enterprises)

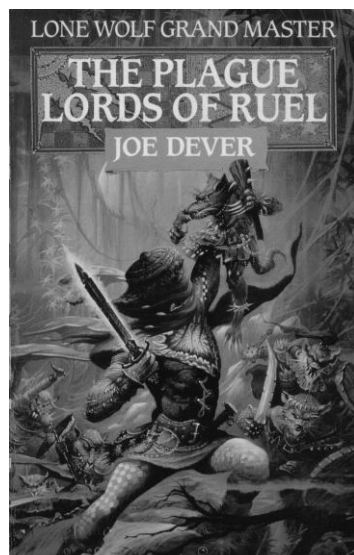
### ● RPG SUPPLEMENT

- ① *Undead* (Mayfair Games)
- ② *Cthulhu Classics* (Chaosium)
- ③ *Rolemaster Companion* (Iron Crown Enterprises)

### ● PBM GAME

- ① *Quest* (KJC)
- ② *Hunting II* (DMC)
- ③ *Phantasmek* (Craziworld)

● **SOLO GAME BOOK:** Are gamebooks dead? Not according to the fans of *Lone Wolf* author **Joe Dever**. Last year saw Dever taking up the Kai Lord's saga once more—exclusively previewed in **GMI** last October—and readers voted in droves. The result? *The Plague Lords of Ruel* had no competitors.



### ● COMPUTER RPG

- ① *Chaos Strikes Back* (Mirrorsoft)
- ② *Ultima VI: The False Prophet* (Origin / Mindscape)
- ③ *Champions of Krynn* (US Gold / SSI)

### ● MINIATURES RANGE

- ① *Alternative Armies*
- ② *Citadel*
- ③ *Mithril* (Prince August)

### ● FANTASY BOOK

- ① *The Lion of Macedon* (David Gemmell)
- ② *Guards! Guards!* (Terry Pratchett)
- ③ *The Fortress of the Pearl* (Michael Moorcock)

### ● FANTASY SHORT STORY

- ① *Live In Elizabeth* (J Shirley)

### ● SCIENCE FICTION BOOK

- ① *The Difference Engine* (William Gibson and Bruce Sterling)
- ② *Use of Weapons* (Iain M Banks)
- ③ *Hermitech* (Storm Constantine)

### ● SCIENCE FICTION SHORT STORY

- ① *What's it like to kill a man* (J Shirley)
- ② *A Snapshot Album* (David Langford)
- ③ *Blood Sisters* (Greg Egan)

### ● SOLO GAME BOOK

- ① *The Plague Lords of Ruel* (Joe Dever)

### ● FANTASY / SCIENCE FICTION FILM OR VIDEO

- ① *Total Recall*
- ② *Terminator*
- ③ *Hardware*

### ● LRP GROUP

- ① The Spirit of Adventure
- ② The Labyrinth
- ③ Fools and Heroes

### ● ROLE-PLAYING COMPANY OF THE YEAR

- ① Chaosium
- ② Iron Crown Enterprises
- ③ FASA

## GAMESMASTER INTERNATIONAL ALL-TIME GREATS FANTASY AWARDS

\*\*\*\*\*

### ● BOARD GAME

- ① *Talisman* (Games Workshop)
- ② *HeroQuest* (Milton Bradley)
- ③ *BattleTech* (FASA)

### ● TABLE-TOP SYSTEM

- ① *Cyberpunk 2020* (R Talisman)
- ② *Advanced Dungeons & Dragons* (TSR)
- ③ *Warhammer 40,000* (Games Workshop)

### ● RPG SUPPLEMENT

- ① *Forgotten Realms* (TSR)
- ② *Lords of the Middle-Earth* Vol. 1, 2 and 3
- ③ *Cthulhu by Gaslight* (Chaosium)

### ● PBM GAME

- ① *It's A Crime* (KJC)
- ② *Legend* (Rhann Games)
- ③ *Hunting II* (DMC)

### ● COMPUTER RPG

- ① *Dungeon Master* (Mirrorsoft)
- ② *Bard's Tale II* (Interplay / Electronic Arts)
- ③ *Ultima VI: The False Prophet* (Origin / Mindscape)

### ● MINIATURES RANGE

- ① *Citadel*
- ② *Ral Partha*
- ③ *Alternative Armies*

### ● FANTASY BOOK

- ① *Lord of the Rings* (J R R Tolkien)
- ② *Mort* (Terry Pratchett)
- ③ *Legend* (David Gemmell)

### ● FANTASY SHORT STORY

- ① *Findings* (Michael Scott Rohan)
- ② *Ill Met In Lankmar* (Fritz Leiber)
- ③ *Elric of Melniborné* (Michael Moorcock)

### ● SCIENCE FICTION BOOK

- ① *Dune* (Frank Herbert)
- ② *Neuromancer* (William Gibson)
- ③ *The Hitch-Hiker's Guide to the Galaxy* (Douglas Adams)

### ● SCIENCE FICTION SHORT STORY

- ① *Dogfight* (William Gibson)
- ② *Burning Chrome* (William Gibson)
- ③ *Count Zero* (William Gibson)

### ● SOLO GAME BOOK

- ① *The Plague Lords of Ruel* (Joe Dever)
- ② *Warlock of Firetop Mountain* (Steve Jackson and Ian Livingstone)
- ③ *Castle Death* (Joe Dever)

### ● FANTASY / SCIENCE FICTION FILM OR VIDEO

- ① *Aliens*
- ② *Highlander*
- ③ *Star Wars*

### ● LRP GROUP

- ① The Labyrinth
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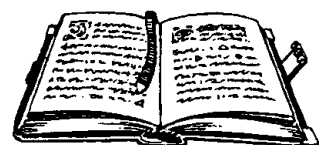
### ● TOP ROLE-PLAYING COMPANY

- ① TSR
- ② Chaosium
- ③ Steve Jackson Games

● **SOLO GAMEBOOK:** This really was a two-horse race between **Steve Jackson** and **Ian Livingstone's** *Fighting Fantasy* series and **Joe Dever's** *Lone Wolf*. It was neck and neck for the top slot, but we suspect Dever's continuing productivity and consequently higher profile eventually gave him the edge.

*The Plague Lords of Ruel* just beat the classic *The Warlock of Firetop Mountain* (Steve Jackson and Ian Livingstone). *Castle Death* (Joe Dever) was placed third.

Other nominations went to *The Omega Zone* (Joe Dever), *City of Thieves* (Jackson and Livingstone) and *The Shantanti Hills* (Jackson and Livingstone).



# News from the Monastery

Joe has recently completed work on the script of the first Lone Wolf Graphic Novel, called—

‘The Skull of Agarash’

It is a Grand Master adventure set in the summer of the year MS 5077, which chronologically places it between Lone Wolf gamebooks 16 and 17. Steve Edgell, leading graphic novel editor at Fleetway Publications, has been hired to help illustrator Cyril Julien with the visualizations. Presently they are busy at work preparing the drawings for publication on April 2<sup>nd</sup>, 1992.

Attention all Lone Wolf Club members who live in the Irish Republic! Joe Dever will be guest of honour at “Gaeleon ’91”—Ireland’s national games convention, to be held on 26<sup>th</sup>–28<sup>th</sup> October at the Royal Hospital, Kilmainham, Dublin 8. Competitions and participation games will include CoC, Warhammer FRP, Paranoia, AD&D (team & individual), and MegaTraveller. There will be many tabletop competitions, freeforms, trade stands and events. Entrance fee will be £3 per day, or £8 for all three days. For more details contact: GaelCon, Irish Games Association, C/o The Secretary, 24 Tonleeghe Rd., St Brendan’s Est., Dublin 5, Eire.

UK members should look out for an appearance by Joe Dever on the ‘MotorMouth’ TV show—9.30am Saturday November 9<sup>th</sup>, 16<sup>th</sup>, or 23<sup>rd</sup> on ITV. Joe will be talking about the Lone Wolf books and he will be displaying his collection of fantasy miniatures (about 9,000!) on a scenic table measuring 24ft x 6ft. The scenic table will be dressed to depict the mass battle which takes place between the Lencians and the Drakkarim at the end of ‘The Darke Crusade’.

Stay tuned for another interesting TV show that’s coming your way in January 1992. UK’s Channel 4 TV is making a series of ten half-

hour shows entitled “GAMESMASTER” which will showcase mainly computer and video games. Each show will feature two Masters-of-Ceremonies—one will be a computer-generated personality called the ‘GamesMaster’ (sort of like Max Headroom!), and the other will be human. Shows will be recorded in front of a live studio audience in a converted old gothic church somewhere in West London. Some of the things you can expect to see are reviews of all the latest computer & video game releases, three games played live and competitively in the studio between games fans and industry ‘names’ (designers, programmers, software company bosses etc.), special features about new products (e.g. CDTV, Sega Master System), plus games personality profiles. Joe Dever will be appearing on the show in January; he’ll be one of the games personalities profiled by the GamesMaster, and he’ll be one of the show’s panel of games experts reviewing software. The show will go out on a mid-week day between 6.30–7.30pm on Channel 4’s youth slot—DEF 2.

Arrow Books have recently contracted Joe Dever and John Grant to write a further four novels in the successful ‘Legends of Lone Wolf’ series. Last month (Sept. ’91) Joe and John delivered the typescript to “The Book of the Magnakai”, the eighth Lone Wolf ‘Legends’ novel. The date of publication of this title is set for late 1992.

Just for the record—here are the publication dates for the remaining 1991 Lone Wolf books:

Legends of Lone Wolf 6—“The Sacrifice of Ruanon”—October 24<sup>th</sup> 1991

Lone Wolf 16—“The Legacy of Vashna”—December 5<sup>th</sup> 1991

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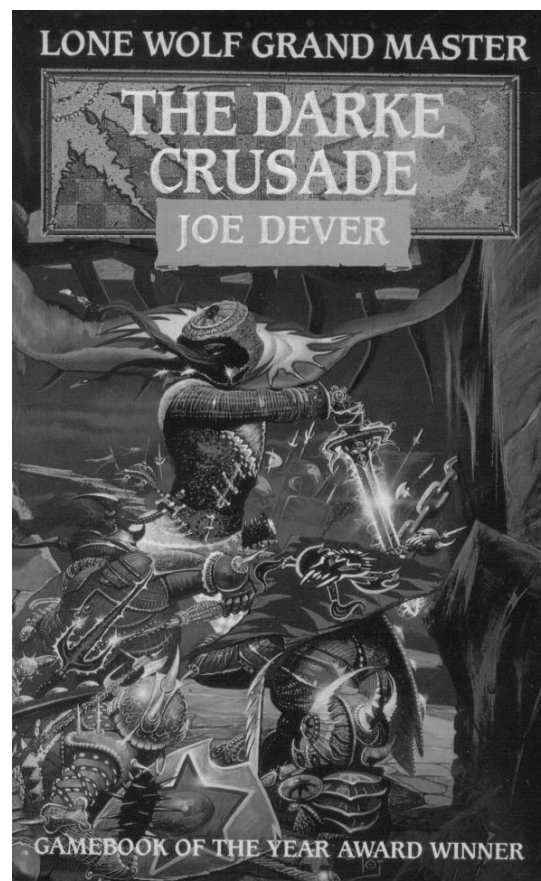
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## COMPETITION RESULTS



### KAI GRAND MASTER MASTER QUIZ

Issue 17's 20-question mega-quiz brought in hundreds of correct entries from Kai Grand Masters worldwide. Here are the correct answers and winners' details:

(1) Ruins of Raumas, (2) Lord Axim of Ryme, (3) Storm Giant Pass, (4) Tanoz-tukor, (5) West Talestria, (6) 1,000, (7) Luvias Kort, (8) An entrance to the city of Zaaryx, (9) Loren, (10) Boradon, (11) Carag [Cesspit], (12) Nadazgada ['Darkflame'], (13) Prince Cillan of Tyssek, (14) Crypt Spawn, (15) 'Horse', (16) Feast of Fehmarn, (17) Isle of Morn, (18) Baron Avan Caldar, (19) Starn, (20) False.

WINNER: ANDREW TIPHOOK of Ashford, Kent  
RUNNERS-UP: ANIL PATEL of Leeds, Yorks  
TONY MULHOLLAND of Melbourne, Aust.  
JOEY WARD of Springfield, Mi. USA

### THE PLAGUE LORDS OF RUEL COMPETITION



Issue 18's 'Plague Lords' competition was almost as popular as the Grand Master Mega-quiz. Here are the correct answers and winner's details:

(1) 100 feet, (2) Elder Magi of Dessi & Herbwardens of Bautar, (3) In Caron, (4) Tzargs, (5) Arch Druid Cadak, (6) By air, (7) Vazhag, (8) The Battle of Vellino, (9) Cut off by a Drakkar's axe, (10) Cordask, (11) False, (12) Exterminus, (13) 10 hours (14) Special spectacles, (15) Golden Star of Palmyrion, (16) Elector Manatine, (17) 4 Grand Master disciplines, (18) Noraa & Monad, (19) Fort Zio, (20) The Lourden Grails.

WINNER: ALEX CURTIS of South Brent, Devon.  
RUNNERS-UP: DOUG MATHERS of Los Angeles, Ca. USA  
PETER DAVIES of Newcastle-on-Tyne  
ANDRE LEFEVRE of Lyons, France.





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—JOE DEVER

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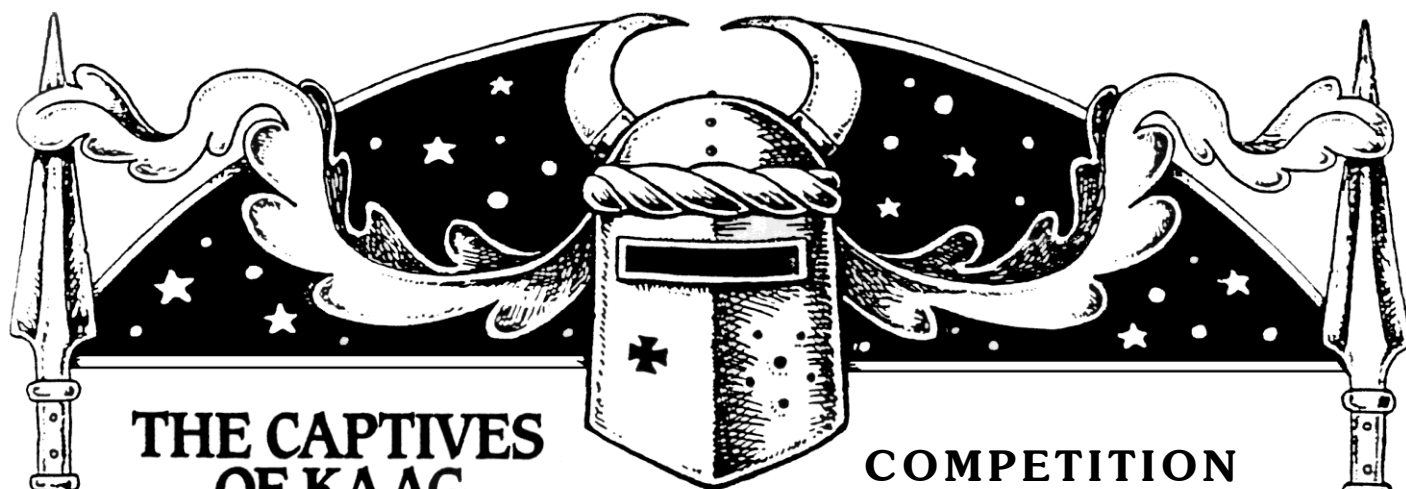
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## THE CAPTIVES OF KAAG

## COMPETITION

This issue's competition is based around events and details which can be found in the second of the Lone Wolf Grand Master gamebooks.

All you have to do is answer the questions correctly (neatly on a separate sheet of paper), then send it, together with your name, address, Kai rank and age, to the club at the address shown below.

All entries must be submitted no later than 1<sup>st</sup> February, 1992. Any received after this date will not be counted

so be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post before 28<sup>th</sup> February 1992.

**THE PRIZES:** The first correct entry, drawn at random from all those received by the closing date, will win a special pre-publication copy of Joe Dever's 3-hour Lone Wolf Audiobook - "Eclipse of the Kai". The next 3 correct entries will win signed copies of Lone Wolf 15 –

### The Darke Crusade

1. How long does Lone Wolf have to complete his mission?
2. Name the octopoid creature which emerged from the tile mosaic.
3. How did Lone Wolf gain entry to the Citadel of Kaag?
4. The warring factions inside Kaag were former followers of two Darklords. Name the Darklords.
5. What was living in the skulls that littered the road to Kaag?
6. Name the Drakkarim war-boar.
7. Name the creatures that the Nadziranim use as 'instruments of assassination'.
8. What was the answer to the puzzle in entry no. 127?
9. Name the wild bear-like creatures who are native to the stormy northern coasts of the Darklands.
10. In Kaag, what were the two warring factions fighting for control of?
11. Which Darklord was known by the emblem of a bloodied scythe?
12. Who were the undead humans that Lone Wolf encountered in Kaag?
13. Name the volcanic range that lies between Kaag and the ruins of Helgedad.
14. How many legs has a Zavaghar?
15. It has red reptilian skin covered with fine barbs, a mass of coal-black hair, and sharp, chisel-shaped teeth. What is it?
16. What kinds of machines-of-war were mounted along the battlements of the south wall of the Kaag Citadel?
17. Banedon was held prisoner upon a raised platform reached by a staircase. From what material were the handrails of this staircase made?
18. In which year (MS) was 'The Captives of Kaag' set?
19. What trophy hung from the South Gate of Kaag?
20. Which of the following Special Items is the odd one out?  
SOMMERSWERD / BLACK CUBE / KAGONITE CHAINMAIL

Send your answer sheet (with your name, address, age & Kai rank details) to: THE LONE WOLF CLUB (Q20), 39 Corfe Way, Broadstone, Dorset, BH18 9ND, England.

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21 August 2009

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